

# 2019 K-M WEBELOS PROGRAM GUIDE



BOY SCOUTS  
OF AMERICA®  
MONTANA COUNCIL



## **WEBELOS Scouts and Scouters,**

Welcome to K-M Scout Ranch. We always look forward to welcoming WEBELOS into camp. The energy and excitement that each scout brings builds our own excitement and enthusiasm for the opportunities before us. The following guide should help you ensure the most is made from your time with us.

We are proud to offer the latest WEBELOS requirements in a fun and enjoyable format. Each of our adventures are set up to fill either a full day or a half a day, therefore your scouts can mix and match their adventures to maximize their enjoyment. The adventures are structured as to not go requirement to requirement but focus on the knowledge and experience the scouts will gain while still completing the requirements.

At the end of this guide you will find some helpful notes about what to expect while at camp. These are excerpts or summarizations from the K-M Leaders Guide and we encourage each leader or parent read through that guide to find great information about your time at camp.

The time you will spend will leave lasting memories on you and your scouts. We are honored you have chosen to camp with us and look forward to our time together.

**-K-M Staff and Administration**

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## **Full Day Adventures**

These adventures are offered each day and scouts will attend the same adventure in both the morning and afternoon block.

### **Challenge by Choice:**

PROJECT  
COPE



Through challenge comes growth and that's exactly what this adventure looks to do. Scouts will be given the opportunity to challenge their focus, strength, and fears through games and experiences designed to build their self confidence and their love for adventure. Scouts will get to repel from the K-M Climbing Tower and traverse the bouldering wall. *This adventure does not fulfill any requirements for the WEBELOS or Arrow of Light badges.*

### **Engineer:**



Have you ever wondered how your soccer ball, computer, or space ships were created? Well it is all thanks to engineering. Through this adventure you will explore the world of engineering, learning about the types of engineers, how engineers have helped shape our world, and create your own feat of engineering.

### **Shooting Sports:**



Most WEBELOS love to shoot! Through experiential learning guided by a knowledgeable Range Safety Officer, Scouts will learn the safe and responsible use of BB guns, slingshots, and archery equipment. Scouts develop self-reliance, sportsmanship, and conservation awareness as they have fun in a safe environment.

### **WEBELOS Walkabout:** *Required elective for WEBELOS badge*



Hiking can be great exercise and a fun activity to do with your den or family. It is important to remember that hiking is something you will need to plan for; what you will bring, what you will see, and what to do if there is an emergency. This adventure will give you a chance to plan and be prepared for a hike, go on a hike with your den, and help your community by doing a hiking-related service project.





## **Half Day Adventures**

These adventures are offered in both the morning and afternoon block and WEBELOS will attend a different adventure during each block.

### **Aquanaut:**



Jump in and get wet! WEBELOS will spend their time exploring the lake as a swimmer, boater, and rescuer. By learning to be safe around the water, scouts will maximize their fun. Scouts will learn how select the right paddle, attempt the basic swim test, and explore the order of rescue.

### **Earth Rocks:**



Geology rocks, we really dig it! Scouts will too. This adventure will guide scouts through the awesome world of rocks as they get their hands dirty and explore the camp and the awesome rocks. Scouts will explore the awesome impact and uses rocks have on our everyday life.

### **Into the Woods:**



Approximately 31% of the earth's land surface and 26% of the State of Montana is covered in forests. With all these forests there is a perfect opportunity for adventures. This adventure will explore the benefits of trees and how they are used in modern society, such as furniture construction.

### **Movie Making:**



Lights...Camera... ACTION! Scouts explore the world of storytelling through the lens and on the big screen. Scouts will let their imagination fly as they work together to develop a story and turn it into a film to share with their den and family.

### **Scouting Adventure:** *Required elective for Arrow of Light badge*



The adventure continues in Scouts, BSA. Prepare for this move by exploring the basic scout skill, the guiding principles, and imagery that will be seen. This adventure will go beyond the requirements to introduce the basic skills needed during your future scouting adventures. Note: Not all requirements can be completed at camp (2,3,4) and require interaction with a local troop.

### **Sports:**



Sports are all about honesty, respect, fair play, and being physically fit. Playing a sport will build a WEBELOS Scout's body and improve his skills—and learning to play more than one sport will help develop a lifelong habit of physical activity.





## **Free Time Activities**



### **Fishing:**

Our camp features a private lake that is stocked with trout. Since it is classified a private a fishing license is not required. Anyone who brought their fishing pole and gear can fish to their hearts content. If you didn't bring any gear, then rent some from our trading post. Catch and release is standing policy.

### **Aquatics:**

Even if you didn't register for the aquatics adventure, you can still come down to the water front during free time and cool off. Don't forget

you must take the BSA swimmer test before you will be allowed to swim during free time.

### **Shooting Sports:**

Come on down to the range during free time and try your hand at one of the three disciplines offered: BB Guns, Archery, and Wrist Rockets. Anyone wishing to shoot during free time will need to go through a brief safety training.



### **Bouldering:**

Put your climbing and bouldering skills to the test at our very own climbing tower. Bring your friends and enjoy this exciting opportunity.





## Opportunities for Adults



While are at camp, adults may have the opportunity to sign up for one or more of our adult training sessions. Courses such as Scoutmaster Specific, Introduction to Outdoor Leader Skills, Swim Safe, Hazardous Weather, and other will be available. When possible, a Baloo course will be offered. Course schedules and sign-up sheets will be available at camp HQ. Depending on instructor availability it may be possible for adults to participate in the ATV. Please check with the program director at camp if you are interested in participating in either of these.

## Notes for Leaders

The following is a few important notes for unit leaders or lead adults. This information is not a complete guide to the camp but a quick reference guide.

Please reference the K-M Leaders Guide for other critical information.

### **Arriving at Camp:**

Plan to arrive at camp no earlier than 12:30PM and no later than 2:00PM on your first day. Please contact the Camp Director if you need to arrive outside of that window. Directions to camp and check-in information are available in the K-M Leaders Guide p.7-9.

### **Schedule:**

A schedule will be available at check-in. A sample schedule can be found on page 36 of the K-M Leaders Guide.

### **Advancement Reporting:**

At the end of the session, unit leaders of the lead adult will be given a requirements completed report. This report is the official record of what a scout completed while at camp. Units are encouraged to check these reports for any discrepancies from their expectations. The Program Director will be available during your final evening and the morning of your departure to discuss any questions you may have. Unit leaders can also access this report through their Tentaroo account.

### **Campsites and Facilities:**

Campsite assignments are made by the camp administration in the days prior to arrival. Units can submit request for sites to the Council Office or the Camp Director. Each site can accommodate approximately 30 people, units with less than that capacity may need to share the site. Each site has electrical and water access and are located near a shower and restroom facility. For more information about the facilities available, see the K-M Leaders Guide p.9-11.





### **Adult Leadership:**

Adult leadership is a crucial part of the scouting program and success of the camp. Each unit is expected to bring at least two adults and comply with the Youth Protection Guidelines. A unit leaders meeting will be held each day in camp. For this camp, “unit leader” is used to describe the lead adult for each unit and doesn’t necessarily reflect any position held within the den or pack.

### **Medical Policies:**

Each participant, youth and adult, is expected to bring a completed BSA medical form (Parts A and B). For a more information on medical policies see the K-M Leaders Guide p.21-23

### **Emergency Procedures:**

The camp emergency procedures can be found in the K-M Leaders Guide on pages 25-30.

### **Camp Contact Information:**

We welcome parents mailing their scouts packages and we attempt to check our P.O. Box as often as possible, but we encourage parents to send packages early to ensure scouts receive them. Any packages arriving after the unit has departed will be returned to sender. The phone numbers below are available to answer camp related questions, if no one picks up please leave a voicemail and we will get back to you. If it is an emergency, please contact the Camp Director.

#### **Mailing Address**

K-M Scout Ranch  
Recipients Name  
Unit# & Campsite (if known)  
Box 822  
Hilger, MT 59451

#### **Phone Numbers**

MT Council: (406) 761-6000  
Camp Director: (406) 570-8796

